# High Concept Document

## Game (working) title

## **Concept image**

## The Metropolitan Museum of Art | 1000 Fifth Ave, America | SilverKris Travel**Elevator pitch**

## Traverse the halls of the Greek Statue museum, strategically swapping limbs to restore the statue of Aphrodite, all while avoiding observant guards. But remember, the clock is ticking, as the museum's grand reopening approaches.

## **Genre**

Stealth-Puzzle

## Target audience

-Fans of stealth-games

-Fans of puzzle games

## Platform

Console(Xbox)

## Nr of players

1

## **Essence**

The soul of the game is it’s unique mix of stealth with puzzle. The game should be created to offer the players an experience that challenges their intellect and strategic thinking, all whilst being in the world of Ancient Greek mythology.

The game tries to bring tension, by having the stealth moments in a dark museum trying to not get caught by the guards, all whilst racing against time. But it also tries to give a form of satisfaction, as players solve the puzzle of the game, to successfully bring back the limbs to the statue of Aphrodite.

## **USPs**

The limb swap mechanic is very unique, this is definitely the main USP.

There are not a lot of games that combine stealth with puzzle.

The few competitors are the games that combine stealth with puzzle. One of these games is Hitman. It has the stealth part because you try not to be seen while you kill your targets. The puzzle aspect comes from finding ways to kill the target without being seen.

## **Design Pillars**

Limb Swapping: To create interesting levels and mechanics around the limb swap, as it is the main mechanic. It is used to dodge the vision of the guards and the puzzle aspect of the level completely depends on this mechanic.

## **Gameplay**

### Camera

First person.

### Controller

While limb:

-Left stick to move

-Right stick to look

-X to become statue

While statue:

-Left trigger to become left arm

-Right trigger to become right arm

-Left bumper to become left leg

-Right bumper to become right leg

### Character

While limb:

-Relatively fast and free movement

While statue:

-Stationary, can’t move.

The character is Aphrodite, who tries to fix her statue by collecting all her lost limbs.

### Mechanics

-Becoming a statue: If a statue misses the limb that the player currently is, the player can become that statue.

-Becoming a limb: If the player is a statue, he can choose one of the available limbs to become that limb and start to move freely.

-Finishing Aphrodite’s statue: The player has to complete their personal statue, by replacing the incorrect limbs with the correct limbs which are scattered around other statues.

-Guards: if a guard spots the player, the player loses

### Core game loop

A diagram of a flowchart

Description automatically generated